NES-5M-USA-1

MOTOR CITY™ P·A·T·R·O·L

GAME PAK INSTRUCTIONS

MATCHBOX
ACCELERATED VIDEO GAMES™

Licensed by Nintendo®
for play on the
Nintendo
ENTERTAINMENT SYSTEM®

T

PRECAUTIONS

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- This is a high precision game. Avoid subjecting it to extreme temperature or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet as the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcholol or other cleaning agents can damage the Game Pak.

This official seal is your assurance that Nintendo® has review this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT SYSTEM®

Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

CONTENTS

THE STORY 2

THE CONTROLLER 3

GETTING STARTED 4

THE MAP 5

KEY TO THE MAP 6

MAKING ARRESTS 7

OPTIONS 8

SCORING 9

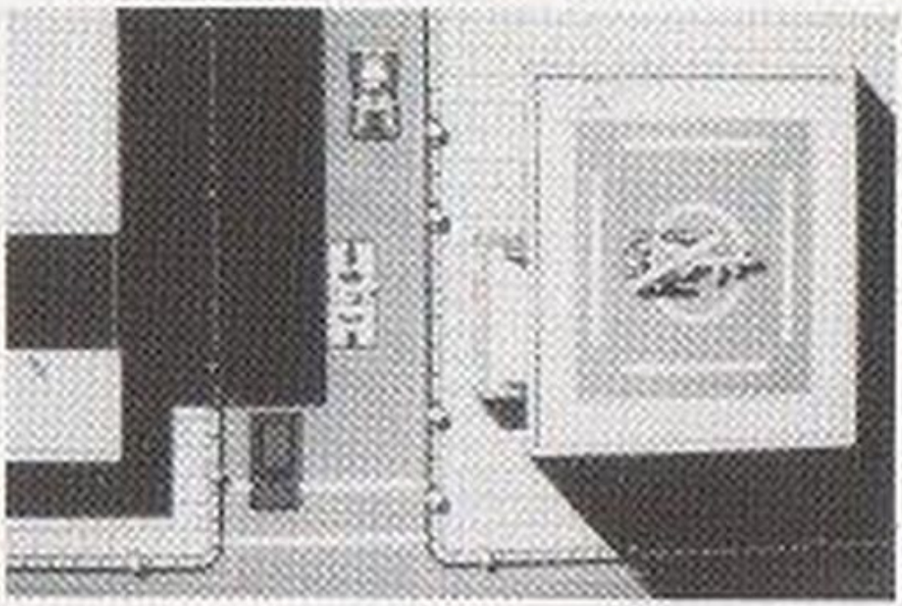
HINTS & TIPS 10

COMPLIANCE WITH FCC REGULATIONS 11

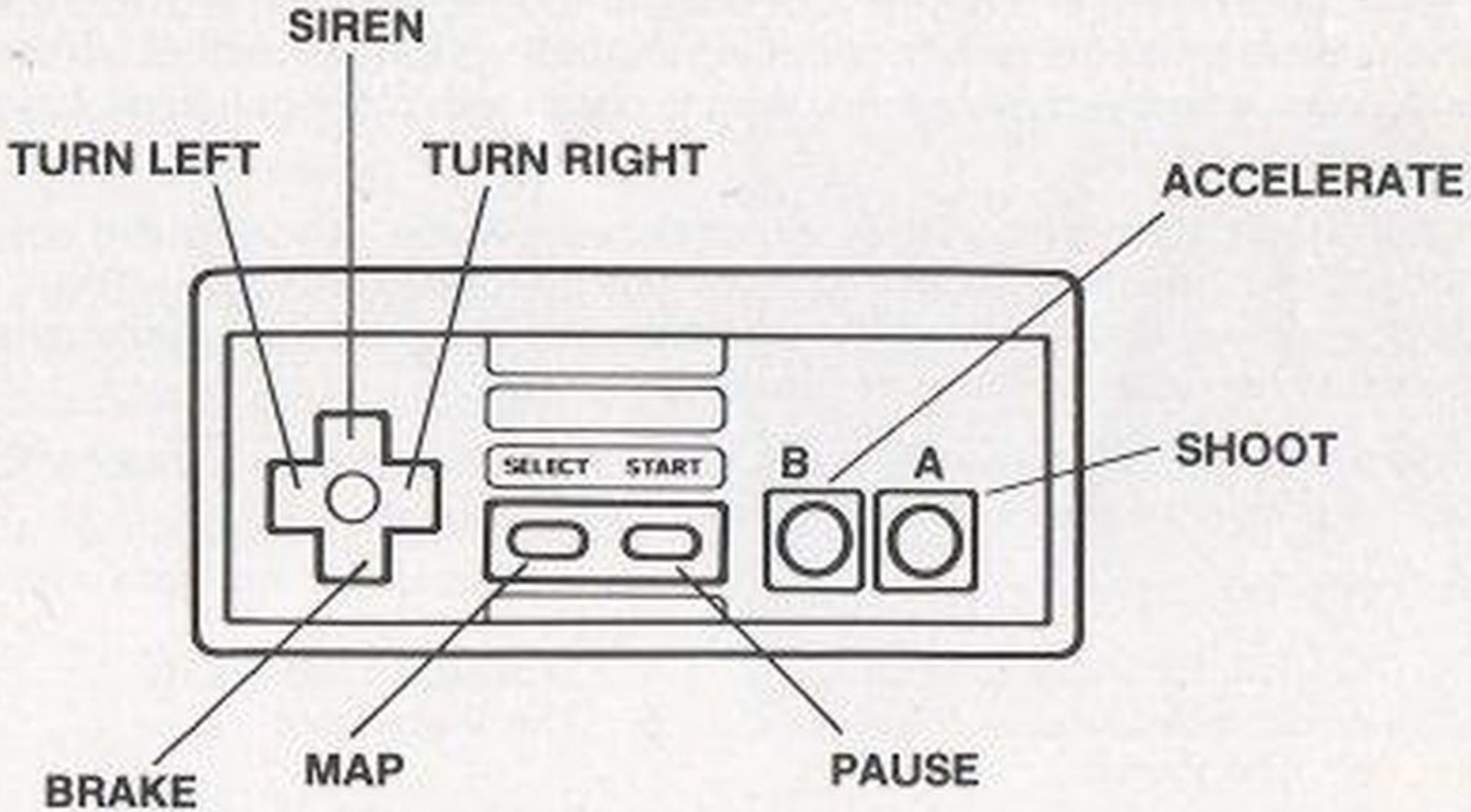
MATCHBOX VIDEO GAMES LIMITED WARRANTY 12

THE STORY

It was a cold morning, much like any other morning. Dawn broke, casting long golden rays over the grey streets of the sprawling metropolis, but the MotorCity™ had been awake for many hours, and so had I. Crime never sleeps, I reminded myself, as I patrolled the familiar streets looking for illegal activity. I am setting out to prove that if you do the crime, you will do the time!



THE CONTROLLER



GETTING STARTED

Play starts on the first day of your transfer to Precinct 1,the financial area of the city. You are given the task of patrolling 2 buildings in your district. As the week progresses, you are given a larger area to patrol with more buildings, longer shifts and more crime.

You should always be on the lookout because if you let your guard down, even for a second, buildings under your care may be robbed and you will have to go out of your way to apprehend the criminals. But beware, leaving your patrol zone could add risk of more crime in your area!

If you manage to survive the week, you will be rewarded by a transfer to another precinct in need of your "crime-busting" talents!

The five precincts are:

1. The Financial District
2. The Suburbs
3. The Parks
4. Downtown MotorCity
5. The Waterfront

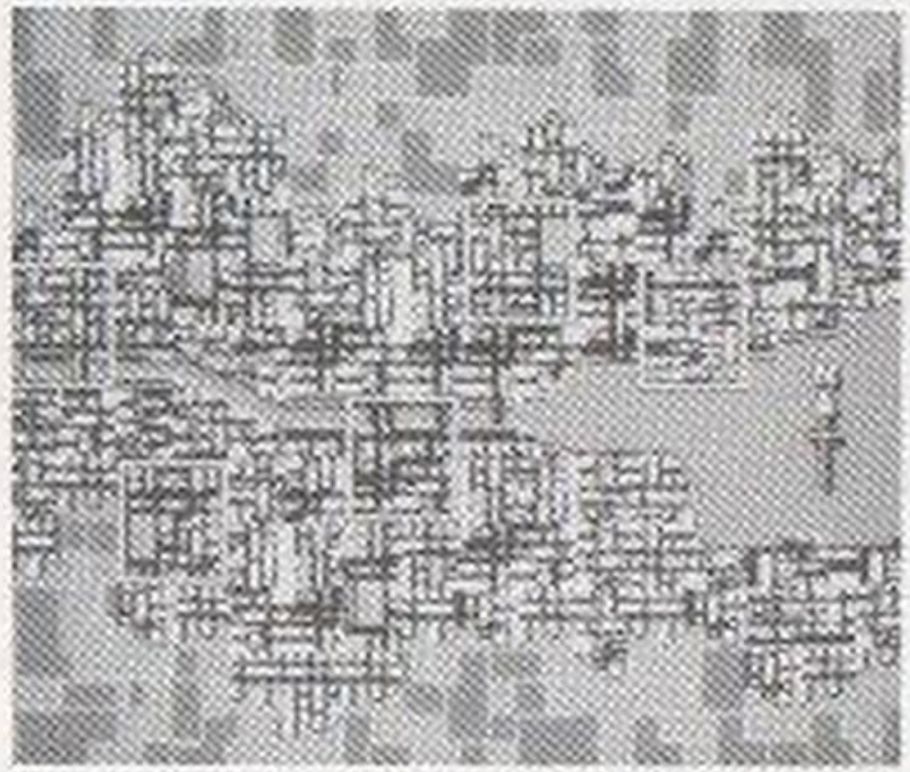
THE MAP

Because the areas of patrol are so large, you will need the assistance of the police "Eye-in-the-sky" helicopter relaying traffic details down to you.

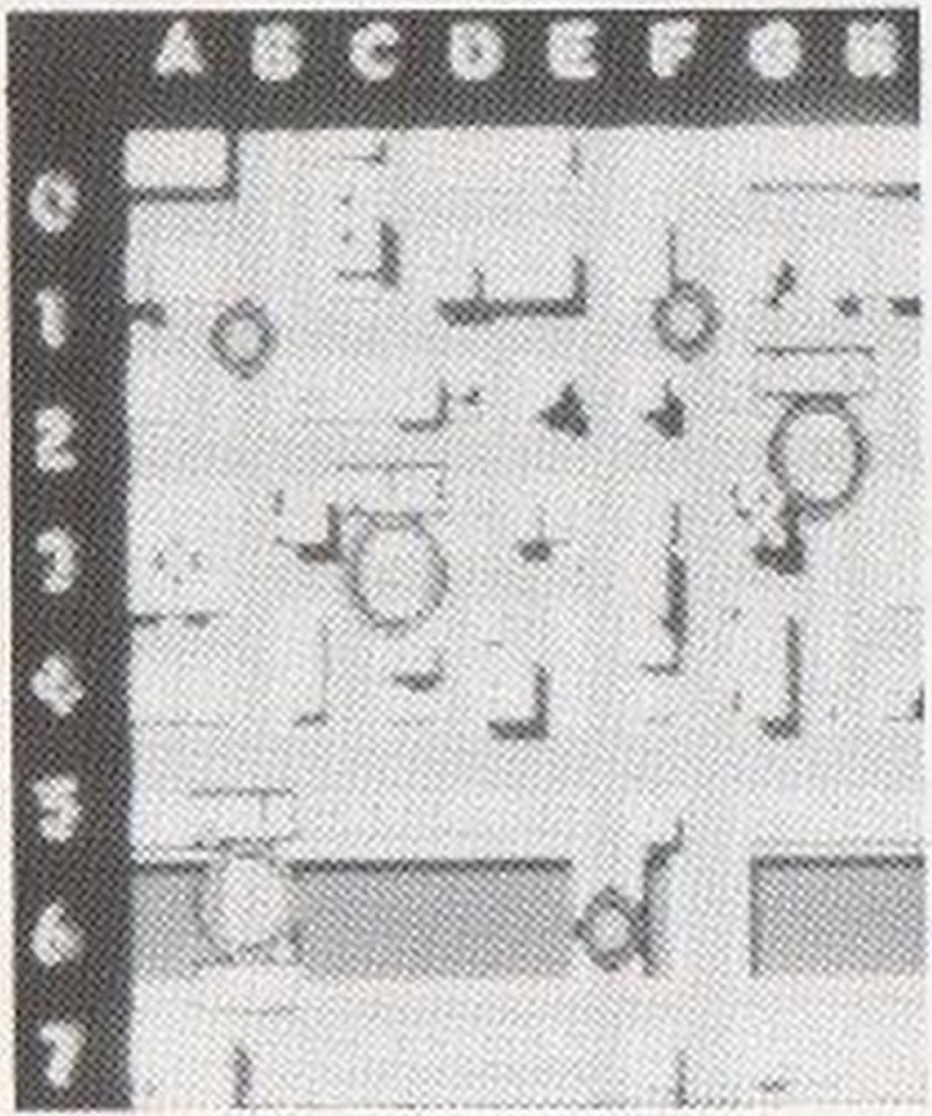
The map can be accessed at any time during the game by pressing the "Select" button.

Your car will stop automatically, but the rest of the MotorCity's traffic will continue on. Pressing "Select" again will return you to the game.

At the bottom of the Map a clock counts down the time until the shift is over.

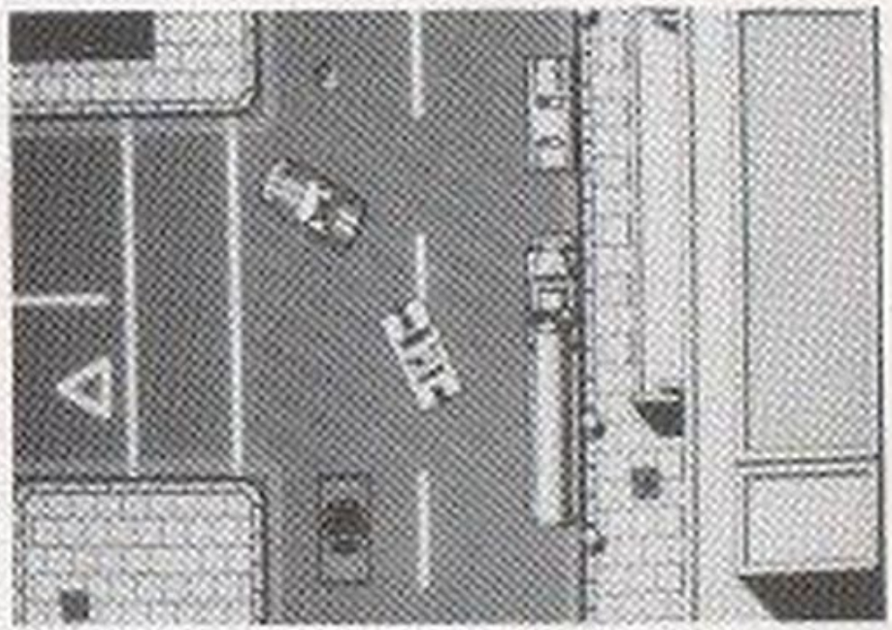


KEY TO THE MAP



Small Black circle:	ordinary citizen
Small Red circle:	speeder
Small Yellow circle:	robber
Big Red circle:	public enemy
Big Blue circle:	police car (YOU)
Red Cross	building to patrol
Red flashing cross:	suspicious activity reported in building

MAKING ARRESTS



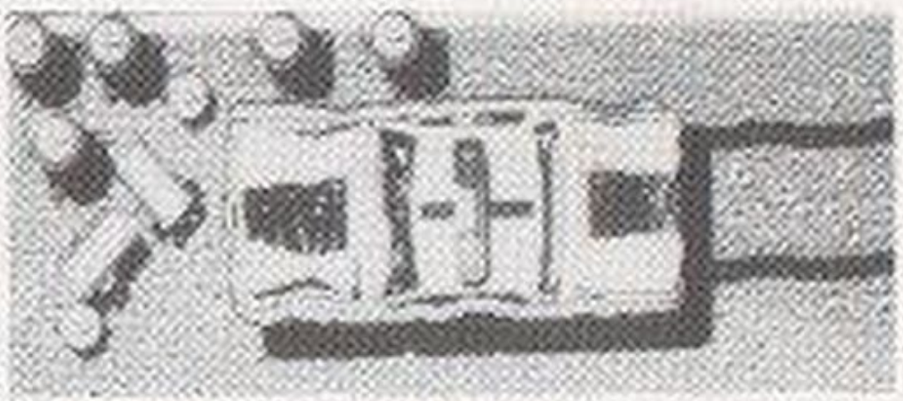
Citizens and Speeders can be in any vehicle. They are arrested by using your siren and chasing them on screen for a short length of time. If their car escapes the screen, try again! Be careful with your siren—don't arrest an innocent citizen.

Robbers appear when you let your guard down, and they drive around randomly trying to confuse you until they make their escape. Chasing a robber with your siren will not make the arrest. You must block their path with your vehicle until they surrender! Robbers drive red vans.

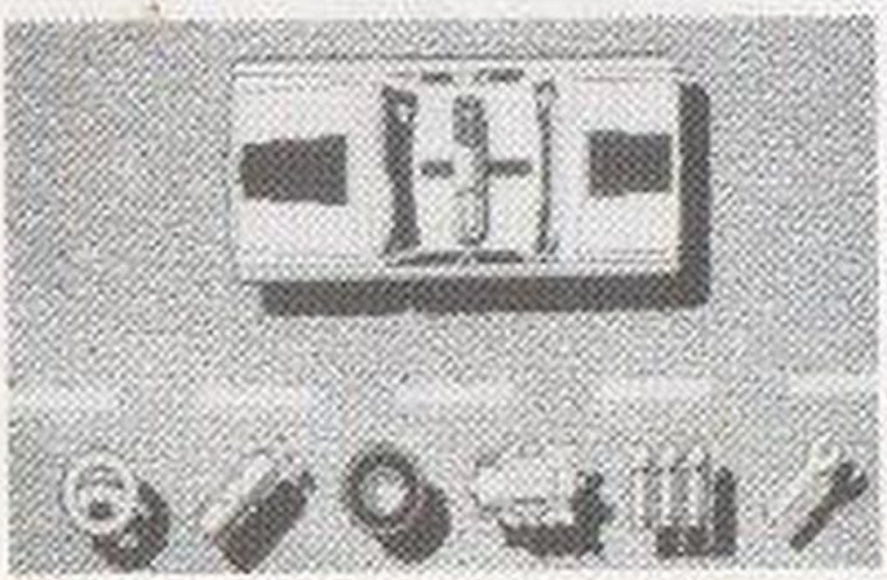
Public Enemies appear only on certain days of the week. At the start of your shift, you will be shown the photo and crime sheet of the criminal reported in your area. They are very dangerious, and can be caught the same way as robbers. Public enemies drive blue sports cars.

OPTIONS

At the end of each shift you have the option of spending merit points on repairing your car, buying ammunition or customizing your car. All options, except repairing your car, can be bought up to three times. The options are:



REPAIR CAR (3 merits) Fixes all damage to the car, or extends life.
GUN BULLETS (1 merit) Arms the police car.



SUPER STEERING (1 merit) Improves steering sensitivity, especially at high speeds.
TURBO ACCELERATION (1 merit) Allows car to reach full speed quicker.
HIGHER TOP SPEEDS (1 merit) Makes car faster.
SUPER BRAKES (1 merit) . Slows car quickly.

SCORING

Points are awarded for your ability to stop crime in the MotorCity, and warnings are given for failure to apprehend criminals.

CRIMINAL	MERIT	POINTS	WARNINGS
Citizen	0	0	1
Speeders	1	100	1*
Robbers	2	200	1
Public Enemy	3	500	3

***This warning is given if more than five speeders escape.**

A bonus of five merits and 1000 points is earned if no criminals escape.

If you shoot a speeder you get 1 warning, but if you shoot a citizen you are dismissed!

The game ends when you wreck your vehicle, shoot a citizen or receive five warnings.

HINTS & TIPS

- Stay on the roads and in the right lanes as much as possible to avoid collisions.
- Use the map to determine the quickest routes and short cuts in your patrol area.
- Concentrate on the most dangerous criminals first.
- Shoot the tires of robbers and public enemies for an easier arrest.
- Use your merit points wisely.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

MATCHBOX VIDEO GAMES LIMITED WARRANTY

Matchbox warrants to the original purchaser of this Matchbox product that the medium on which this computer program is recorded is free from defects in materials and workmanship of a period of ninety (90) days from the date of purchase. This Matchbox product is sold "as is", without expressed or implied warranty of any kind, and Matchbox is not liable for any losses or damages of any kind resulting from use of this product. Matchbox agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Matchbox product when returned to a Matchbox authorized dealer, with dated proof of purchase.

This warranty shall not be applicable and shall be void if the defect in this Matchbox product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MATCHBOX. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MATCHBOX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS MATCHBOX PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

MATCHBOX.

ACCELERATED VIDEO GAMES™

Matchbox Video Games
P.O. Box 5009
Burnsville, MN 55337

MATCHBOX

ACCELERATED VIDEO GAMES™

©1990 Matchbox International Ltd.
Matchbox ® is a registered trademark of Matchbox International Ltd.
MotorCity Patrol™ is a trademark of Matchbox International Ltd.

Printed in Japan